

Meadows

GYPSY JUGGLER™

MEDIEVAL SKILL CASHES IN FOR OPERATORS NOW!

- 1-4 Players, Round Robin
- 2-9 Misses, Operator Adjustable
- 11 Distinct Sound Effects (Standard)
- Extended Play Option
- 19" Monitor
- Color Overlays on Playfield
- Automatic Self-Test Feature



DIMENSIONS:

64 1/2" H X 25 1/2" W X 30 3/4" D.
CM's: 163.83H X 64.77W X 76.84D.
(Cocktail Table Edition
Available by Special Order.)



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GYPSY JUGGLER™

HOW TO GET YOUR JUGGLING ACT TOGETHER. If you can find reverse in a VW, scramble an egg, or stumble into a bathroom light-switch in the dark, you too can juggle.

DON'T BE A SPECTATOR. Meadows takes this centuries old performers' art off the stage and passes it onto the players of the world. This is one form of insanity we feel everyone has a right to experience. The skill involved in getting 1, 2, 3, 4 objects to dance around your hands has always held that small sense of magic.

1 TO 4 PLAYERS. Players can compete for high score against opponents or against themselves. High skill factor makes Gypsy Juggler tough to master and invites replay for higher scores.

HOW TO PLAY GYPSY JUGGLER. After credits are inserted (accompanied with sound), each player presses PLAYERS button before dropping first egg to be juggled. Each player's score area is flashed up with zeros (5 figure value) to sound effects.

ADD-ANOTHER-EGG. Your first egg is served to the juggler from the overhead chute by pressing ADD-ANOTHER-EGG button. You've got the first step mastered, now add additional eggs and watch your score "zoom" up.

SCORE. 1 egg = 5 points; 2 eggs = 50 points; 3 eggs = 100 points; 4 eggs = 200 points. *No points for bouncing off head!* Eggs hit on fingertips are wide, hits closer to the head are more controlled, building your skills.

PEEP-PEEP-PEEP. You just missed (dropped an egg) and a chicken pops out of the egg and exits off the screen in the shortest direction with "peeping" sounds. Next player (written on TV) and next player's score flashes indicating which player up.

EXTENDED PLAY. Operator adjustable at 5,000, 15,000, 35,000. Tells player when extended play reached by sound and written 2 places on screen.

MULTITUDE OF SOUNDS. Eleven individual standard sounds, intermittent sound to attract (operator option). Separate volume control for game sounds and music.

MORE PROFIT OPTIONS. Operator selectable intermittent theme music during attract mode, \$ raises per game (2-9), coins per player, and Free Play for showroom demo and trade shows.

SPECIAL FEATURES. External On/Off switch. Credit accumulator to 99. Hi Score For The Day. Interlock switch inside back door. Slide out step. Add introducing Meadows new texture-tuff, scratch resistant, perme-paint control panel.

AUTOMATIC SELF-TEST. ROM/RAM test every time unit powered up.



Gypsies are lovelies and you'll love Meadows Gypsy Juggler.

Get all the details for prompt delivery from your Meadows Games distributor. Or contact us directly at:

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